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A1200

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HILLSEA LIDO DEMO FREE WITH THIS ISSUE



WORMS GUIDE INSIDE!



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JANUARY 1995

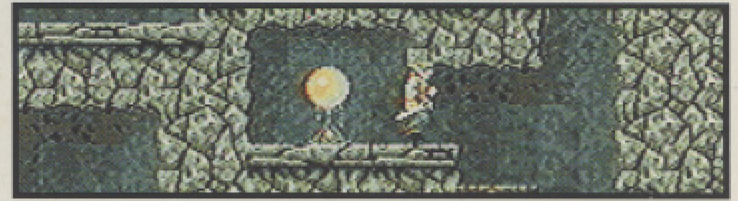
THOSE EARLY BITS



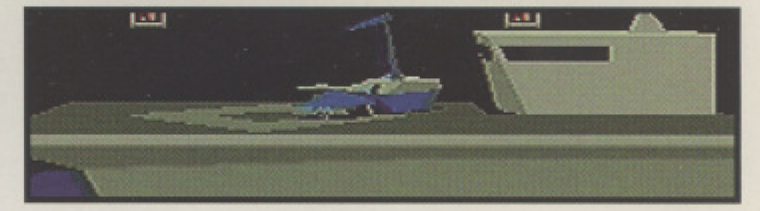


REVIEWS









GUIDE SPECIALS



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BOOT SECTOR

HILLSEA LIDO

VULCAN SOFTWARE

This month we bring you a demo of Hillsea Lido. Not only do we bring you a demo but we also have a special readers offer just for you. Once you've checked out this game we will give you the chance to purchase it at a ridiculously low price! We really liked this game and since it's review in our last issue we have been playing it rather a lot. It has to be said that the more you play the better it gets. What did we have to say about this little number? Read on. Hillsea Lido, "has the same wonderful production values, the odd sound effects and the same great graphic style " (as Timekeepers) "... the gameplay is pretty good. The most important thing about the game is it's value for money. if we had a score box for value for money then this would with out a doubt score ten out of ten. We are comparing it to full price games and it stands up reasonably well but this game is only a mere £12.99. Now that really is a bargain. It's also packaged in a tiny little box like Timekeepers. This is part of the mini series and I like it. Small cheap games that are of high quality. and really why do most Amiga games need such huge boxes when they only have a few discs and pamphlets with giant print for instruction manuals. Well if you are looking for a bargain game this Christmas as a stocking filler then this is it. £12.99 isn't cheap but it's cheaper than a lot and it really is a bargain."

Oh yes this really is total top value for money. Were you wondering what you were going to spend your Christmas wedge on? Well we now have the answer. You can own a copy of"...the ultimate seaside management game" for a





snip. What is the game about? "There is a great deal more to running Hillsea Lido than meets the eye. Financially there is a lot to budget for and it's not all that easy to balance the books. There are also all sorts of examples of government intervention, health inspectors for a start. The whole game really does represent some serious challenges, You might get a superb beachfront but your promenade could be failing badly!

It's all down to how you spend your money and how you put together your shops and services."

Will you be able to cope with the hustle and bustle of running a seaside resort? Well there's only one way to find out.

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Well you think so when you get your sticky mitts on this demo. It's one hell of a game!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

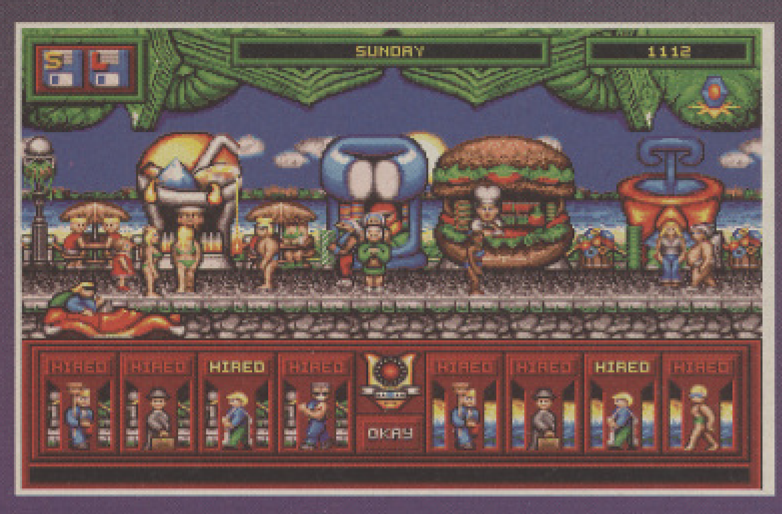
TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

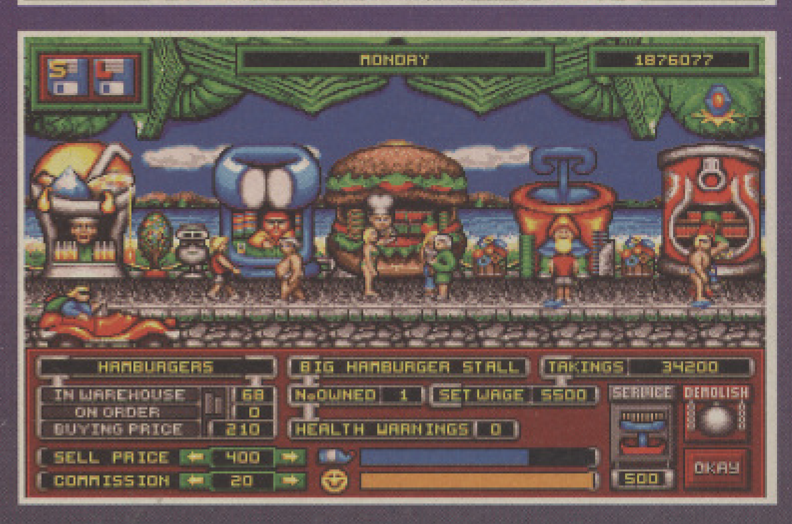
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.



As a quick reminder of what we thought of the game when we reviewed it last month, we're reprinting the verdict box for you. Read on, then get your credit card out and order a copy, you know it makes sense!









THE VERDICT

This game is very like Theme Park. However it isn't in my opinion quite as good. It is on a much smaller scale. Despite the fact that this isn't the best management simulator that I've ever played it is a lot of fun. also I have to confess to being a bit of a fan of Vulcan Software. Time Keepers was simply stunning and although this is not as good it still has the same wonderful production values, the odd sound effects and the same great graphic style. The graphics aren't however state of the art and the movement isn't the greatest, it's rather jerky. However at the end of the day this sort of game isn't all about graphics, it's more about gameplay and the gameplay is pretty good. The most important thing about the game is it's value for money. if we had a score box for value for money then this would with out a doubt score ten out of ten. We are comparing it to full price games and it stands up reasonably well but this game is only a mere £12.99. Now that really is a bargain. It's also packaged in a tiny little box like Timekeepers. This is part of the mini series and I like it. Small cheap games that are of high quality. and really why do most Amiga games need such huge boxes when they only have a few discs and pamphlets with giant print for instruction manuals. Well if you are looking for a bargain game this Christmas as a stocking filler then this is it. £12.99 isn't cheap but it's cheaper than a lot and it really is a bargain.

A500 / 600

Publisher : Vulcan
Developer : In House

£14.49 Mail Order

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 2

GRAPHICS 82%

SOUND 78%

PLAYABILITY 80%

LASTABILITY 80%

OVERALL 80%

A1200

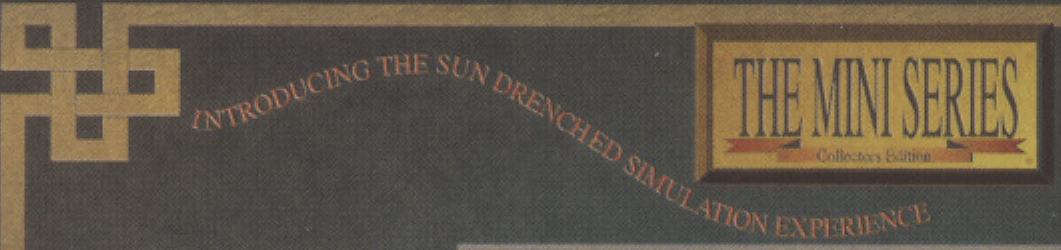
Vulcan won't be releasing any AGA spefifc versions of the game, but the A500 version runs fine on our A1200.

CD32

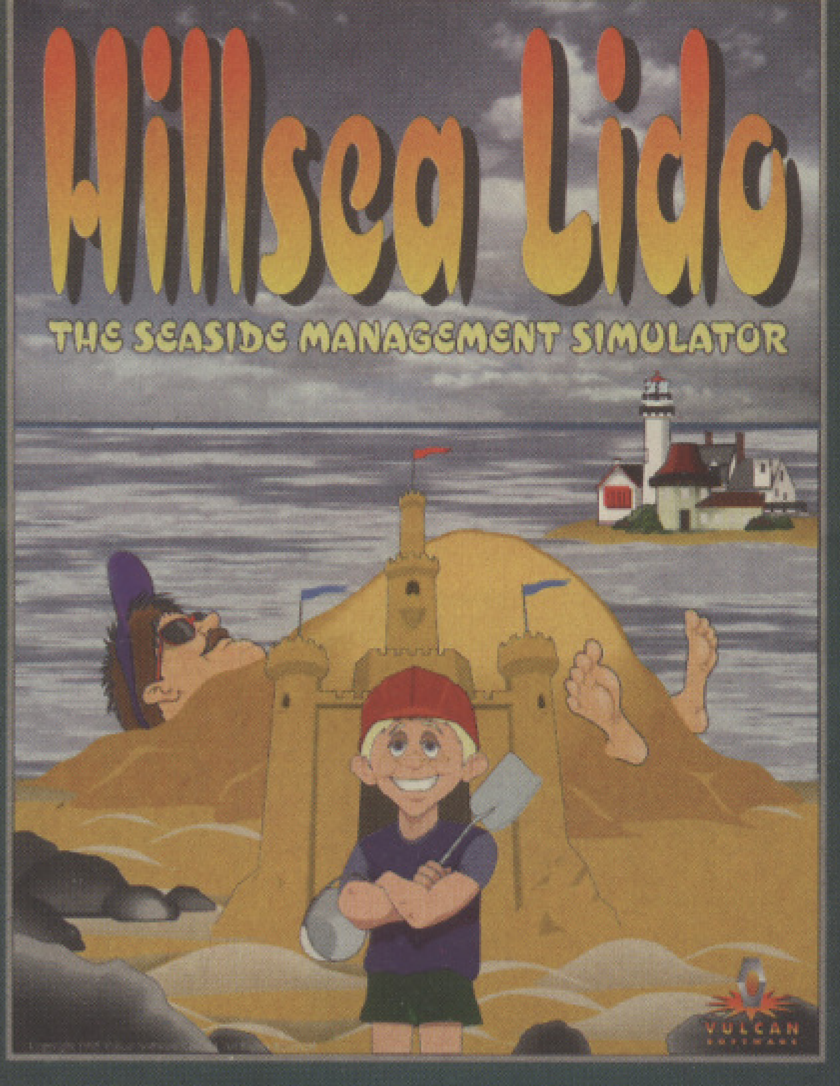
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You must employ cunning decision making tactics in every aspect of the game. The positioning of your shops, the prices you charge for water sport hire, the shows you choose to book for your theatre and the amount you pay your staff are just a few of the many elements involved in building the finest Seaside Resort in the world.

Amiga Screenshots



Amiga Screenshots

VULCAN SOFTWARE

Vulcan Software Limited. Vulcan House, 72 Queens Road, Buckland, Portsmouth Hants. PO2 7NA Tel: (01705) 670269 Fax: (01705) 662226

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ONE AMIGA

XTREMe racing

Was that quick or what? Last month I was here with the preview version and now I'm here with the review. How extreme? Very!

Inspiration comes in many forms. For some the beauty of a summer's day inspires enough to write delightful poetry, while others enjoy the sounds of nature and translate it into beautiful music. What's the point of this melancholy nonsense? Well, apart from being one of the only computer games journos to use the word melancholy in a games review, it's the start of a point. The point being that the flip side of that coin we call inspiration, is called plagiarism.

Some games producers see a game and think, "I wish I'd thought of that" and do nothing about it. So what? Others see a game and think, "That's a good idea for a game, but wouldn't it be better if.....", and still do nothing. Yes, so? A few actually do something about it, and make a game very similar to the original butt with enough ideas of their own mixed in that nobody could accuse them of plagiarism. So it was with Doom, and it's many pretenders.

Dark Forces is a case in point. The addition of the Star Wars background to the whole thing, plus the ability to look up and down made it different to Doom for some. I just thought it was a superb Doom-clone. On the Amiga Alien Breed 3D added underwater sections and ducking to the Doom idea, and I thought that although it was a Doom clone, at least Team 17 were trying to make it better.

Now, there are some games producers that see a game and think, "I know, let's just copy the whole think lock, stock and barrel and hope nobody minds". Many of you might think that I was about to accuse Extreme Racing of being a copy of Super Mario

Kart on the SNES, and you'd be right, partly. You see, the programmers have been clever, because they mixed together ideas from both Mario Kart and the game that succeeded it, Street Racer.

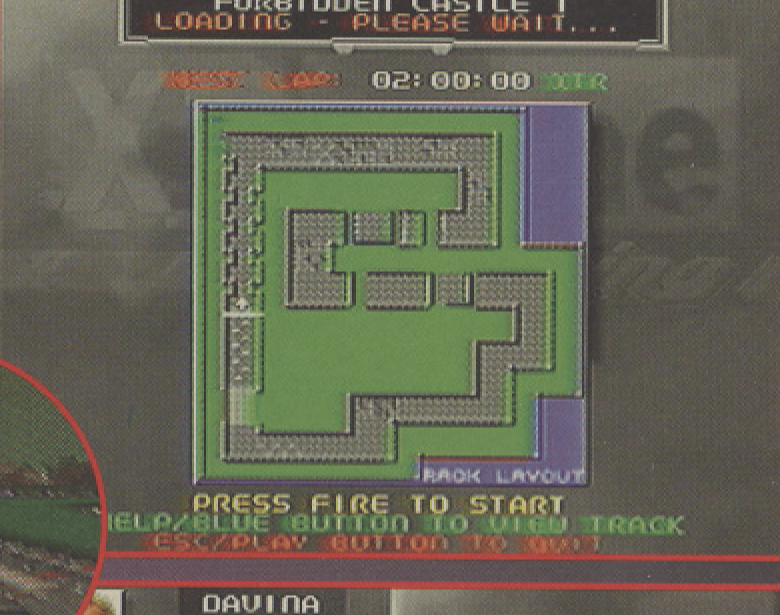
Now you have a texture-mapped rotating floor, with cartoon-like characters a la Street Racer, with guns and rockets to shoot (a la Street Racer, and Mario Kart), but with huge rocks with smiley faces in the way (a la Mario Kart). So, if we gave a score for originality then you wouldn't be seeing much above 10% here, but if we gave marks for plagiarism then.....

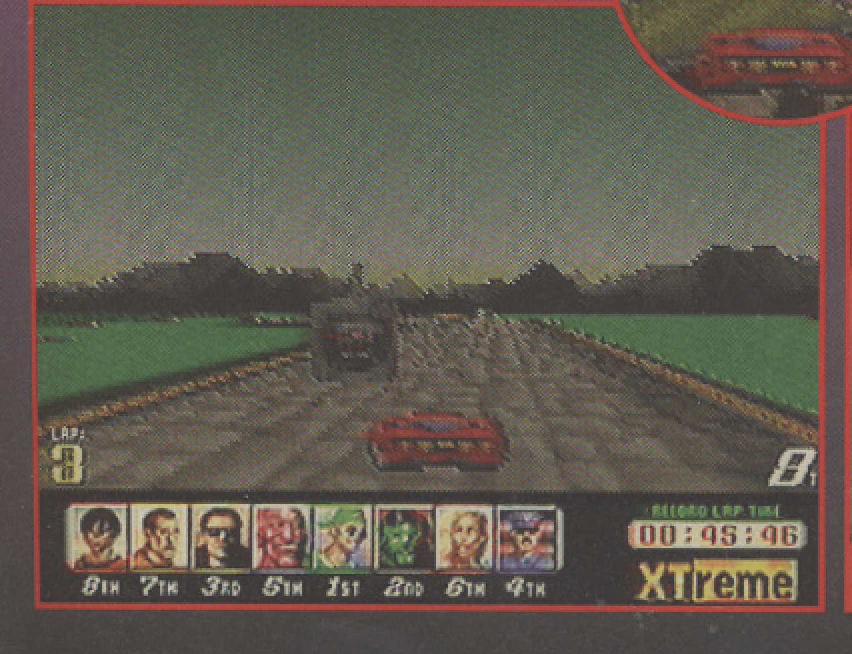
Anyway, enough of my originality rant, and on with the review. Well, it's a car racing game. Okay. With texture-mapped floors, and it looks a hell of a lot like that Karting game that was released just recently. There are meant to be 300 plus colours on screen at any time, from a 24-bit palette. Well, that is certainly impressive on its own.

Then you have the ability to play up to eight players, as long as you have 2 Amigas with a null modem cable. Each version of the game can play up to four players split-screen, so two Amigas enables you an eight player experience! There are also a huge variety of different screens modes so you can set the whole thing up to your taste. They range from full screen at 1*1 pixels to chunky low-res XK.

The reason for such a huge amount of screen options? Well, Black Magic say it's because they want everybody to be happy with their set-up, so they've made everything configurable. One extremely nice feature (ho ho, pun ahoy!) is the ability to change the height of the camera view. This means that if you want to view your car from higher and further away, you can! Changing resolution is one thing, but camera angles are a whole new ballgame, and I whined about originality.

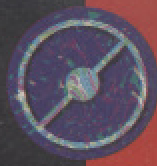
The game features eight different cars for you to drive, including a Ferrari F40, a





Lotus and a Pick-up. There are also various different game modes to play, like cups, grand-prix and the Death Match. So how do you induce death then? Well the floor of the racing track is strewn with weapons to be picked up, some are rockets and guns, while others increase your speed, or grip. They're you standard car add-ons.

Then there are the secret features, that are so secret they're on the back of the box. They involve things like Lemmings splat and Sheep Racing which all add to the enjoyment and with over twenty tracks to race each featuring jumps, curbs and even the chance to squash other cars you'd expect the enjoyment to go on and on. Well you won't find out here, you'll have to head for the verdict box instead.











THE VERDICT

As you may have guessed from the first few paragraphs of the review, I have a great deal of respect for programmers who have new ideas. I realise that it is getting more and more difficult to continue making original titles, but this adds nothing more to an existing genre than an Amiga conversion. In actual fact an Amiga conversion of Street Racer is underway, so it will be interesting to see which game comes out better.

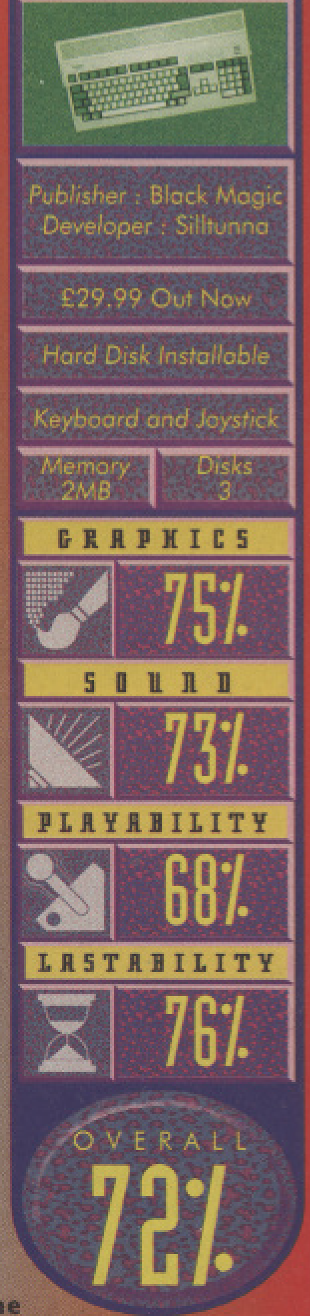
But what do I think of this then? Well, the graphics are fairly unimpressive actually. They are obviously being expanded up from a much smaller resolution to fill the screen, and are interleaved with black to make it look better. All it tends to do is make the whole thing look very washed out.

Sound too is very average, and the effects and crashing noises are up to scratch, but nothing special. Gameplay is where the first cracks really begin to appear though, because I simply don't find the game fun to play. The controls are very unresponsive and I found it very difficult just to turn corners when I first began playing.

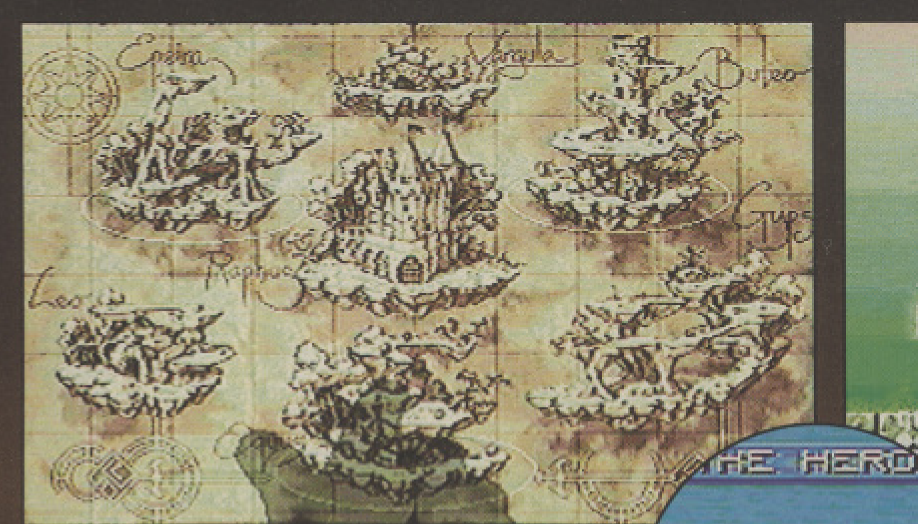
As time went on I naturally got more skilled, but still felt that the game relied far more heavily on luck than it did on skill. The weapons all add to the overall feel of the thing, but even these are mainly uninspired. Where the game really becomes enjoyable is when you have some friends around to play. Even more impressive is the eight player link-up mode, although the vastly reduced playing area does become annoying after having played in one-player mode.

All in all then, a bit of a disappointment really. With no originality and lacking in gameplay somewhat, Extreme Racing isn't very impressive. It's a brave attempt to bring Mario Kart to the Amiga, but it fails on most points. The only good things about it are the multi-player options, and the ability to change your camera angle to suit your style of driving.

Other than this it is yet another example of why the Amiga market is going downhill. Sub-standard Amiga versions of ageing console and PC games will not bolster the Amiga market, and I fear that unless somebody comes along with some original games real soon, the Amiga could soon be as dead as the Atari ST.



CD32	Yes, Yes, Yes! A CD32 version is in production and is coming soon!
A500 / 600	..but there is no chance of an A500 version, sorry.

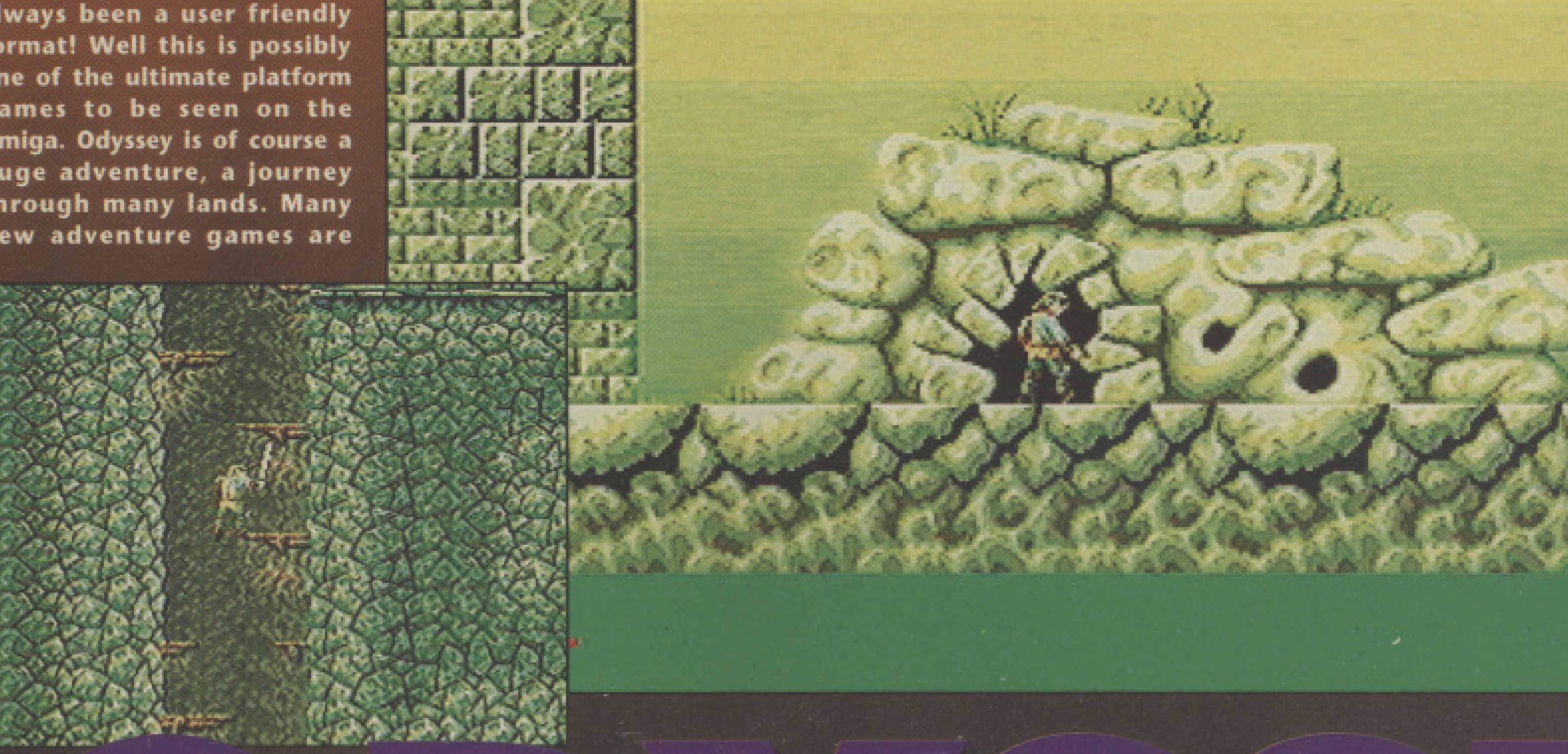


ODYSSEY

Finally we bring you the full review of this superb platform adventure, bug free and ready to go!

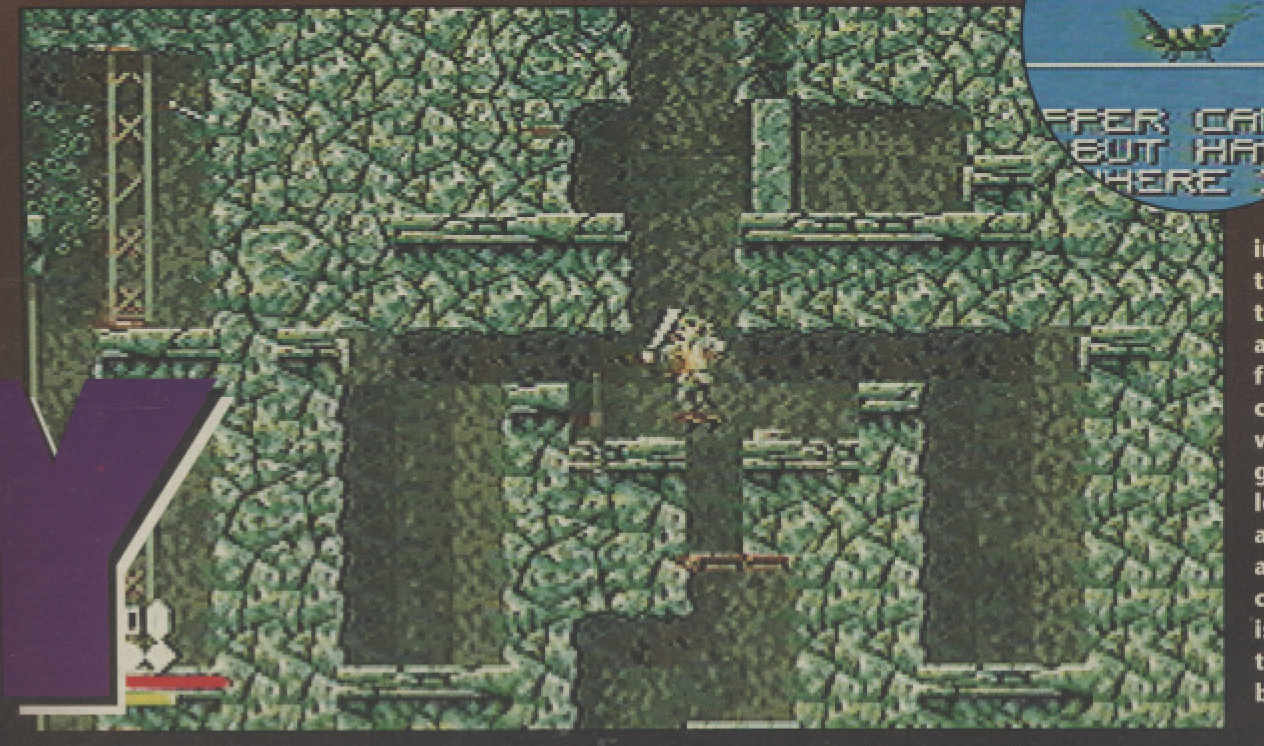
Platform Games. As old as time itself, or so it seems. There have been hundreds if not thousands of platform games released since computers first came out. Why is this? Probably because they are so popular and have always been a user friendly format! Well this is possibly one of the ultimate platform games to be seen on the Amiga. Odyssey is of course a huge adventure, a journey through many lands. Many new adventure games are based on a similar format to Flight of the Amazon queen and seem to be very limited when it comes to what you can actually interact with. The traditional two dimensional platform format that this adventure game uses is just as restrictive but somehow seems to allow you to do more by never suggesting that you can do an awful lot in the first place.

Well now we've got that sorted we can get on with the review. Well as you will already know, Odyssey is the title of the classic book by Homer. I would crack a Simpson joke here but I think someone already did that in the preview so insert something amusing of your own creation instead. This is one hell of a tale and as a young-

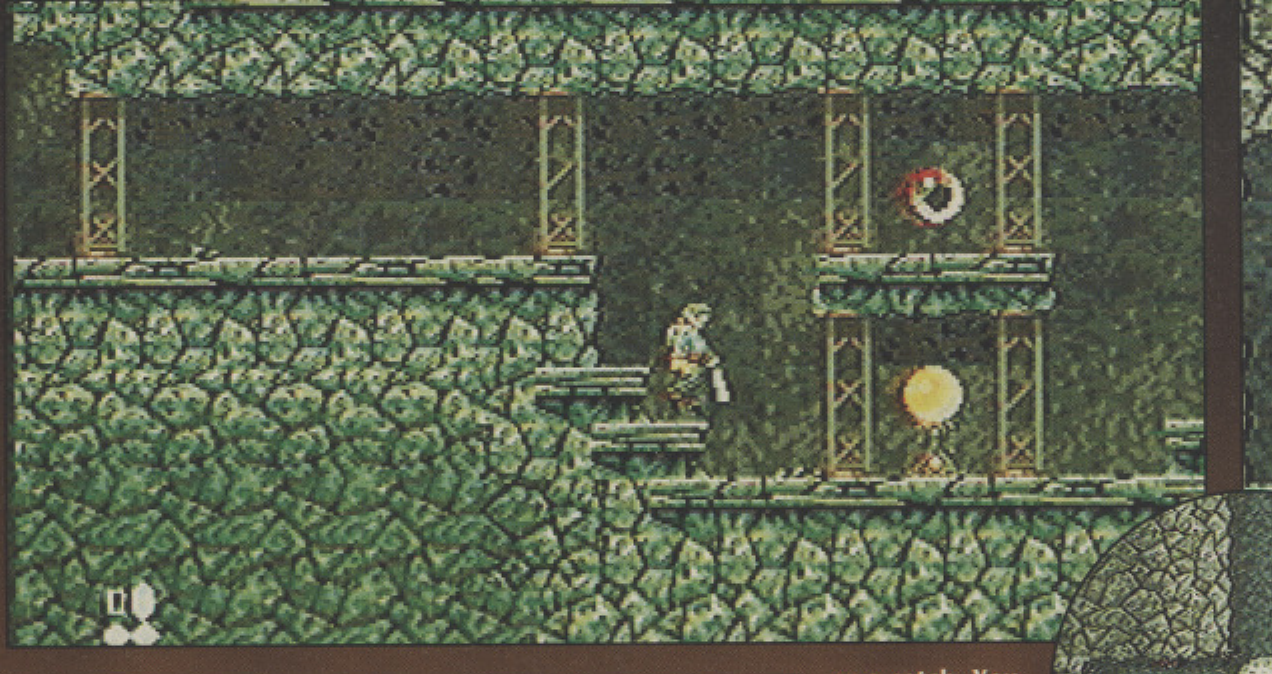


ster I greatly enjoyed it. We used to have two hours of Latin a week and there were only two things that made this vaguely enjoyable. The pop quizzes hosted by our rather cool teacher Mr Parker, and the tales of mythology that we were fed on a regular basis. Thanks Mr Parker, I knew it would come in useful at some stage or another! Well this is not the classic tale but it is a classic tale deserving of such a classic name which actually means (as the box points out) ,long adventurous journey, series of wanderings; epic tale described in ancient wanderings. Well that just about sums it up! So, what is the tale behind this game. Well a long long time ago before history was written there was seven strange islands inhabited by all manner of strange creatures there was as with all great kingdoms and fairy tales, a great king who funnily enough was aided by a 'trusty wizard'. All of these strange creatures were subject to the wizards power. Well as with all good kings there was an heir. A baby son who was to inherit the kingdom and all it's riches. Not bad! However in yet another unpredictable twist there was also an evil power hungry uncle, the kings brother. So evil was this man that he would stop at nothing to achieve his objective of ruling the world. He, with a load of his equally evil cronies, managed to steal the wizards spell book and then went on to murder his brother the king. However the Wizard escaped taking with him the young prince. A fairly nifty move! Well you can probably guess the rest of this story, It's not all that hard. The young prince is now a little bit older and wiser and he's learnt a lesson or two. Now it's time for you to go and give this chap a helping hand in reclaiming his rightful inheritance. No problem?

Well there are seven islands in the kingdom. Three outer islands, three inner islands and the inner island where the new king rules from the 'safety of his castle'. The obstacles and puzzles you have to face are no easy task. It is however possible for you to turn yourself into a whole selection of creatures. A spider a grasshopper, two different types of birds and even a boulder to name a few. The boulder will of course allow you to bash your way through obstacles. The grasshopper will allow you to leap huge distances. The birds allow you to fly over things and the spider allows you to crawl around small areas. This is perhaps the best feature of the game and makes it a bit special. There is howev-



ODYSSEY



THE SPARROW.

THE SPARROW IS SMALL AND AGILE, BUT WEAK
IT CAN ONLY FLY NEAR THE GROUND AND
HAS TROUBLE FITTING THROUGH SMALL GAPS.
ACTIVATION KEY:F10
CRYSTAL :FLIGHT

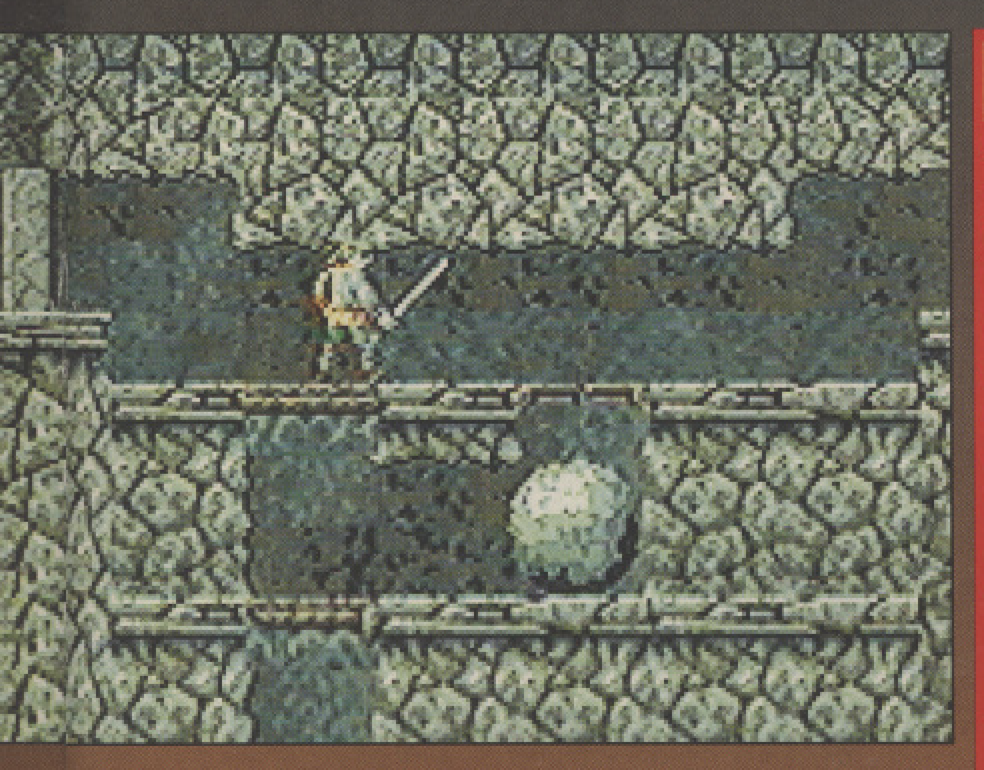


er a catch. You can't simply turn into one of these creatures at will, well you can but not until you've found the life-force crystal for each creature. You have a task to complete. You have to find the life force crystals for each creature on each of the outer islands. Then you have to find the spheres of influence that extend the power to turn into a particular creature to the other islands. Eventually you work your way into the inner islands where you find more crystals that give you the life force for more creatures and more sphere of influences. After you've sorted all of this out you can start to think about paying a little visit to the central island. No problem, oh I almost forgot to mention the keys that you have to find!

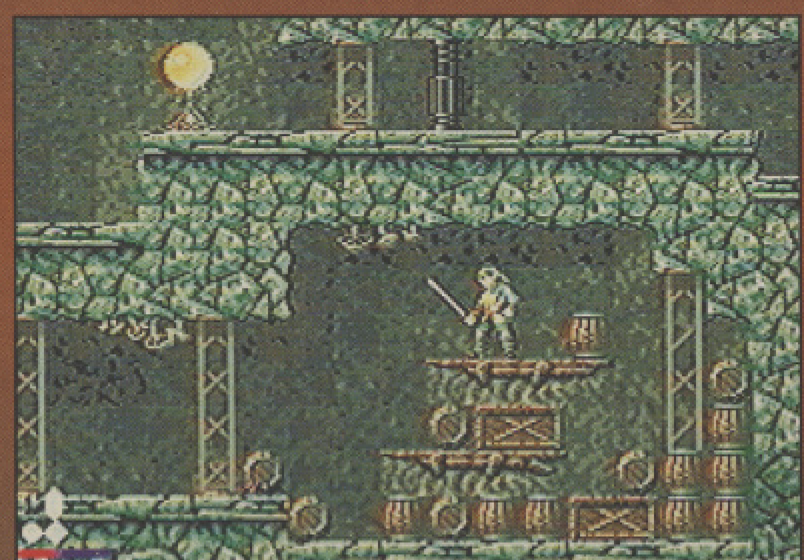
If you hadn't already guessed there is rather a lot to sort out in this game and it certainly isn't the sort of game that you'll finish in a day. This is a real challenge! Essentially most of the obstacles and puzzles facing you aren't to ridiculously hard. They make sense and can be worked out. There is a lot of running around opening up one door so you can

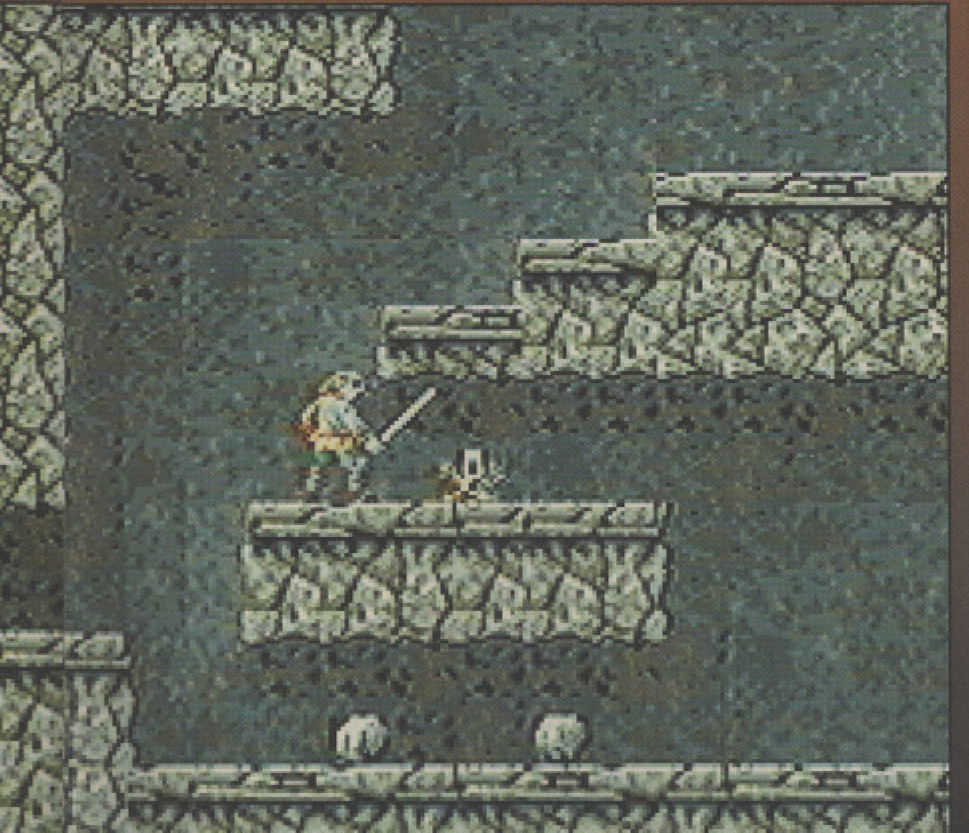






get to the switch to open another door so you can go through to open the switch to another door so you can go through it to open the switch to another door so you can....! I think you probably get the general idea.

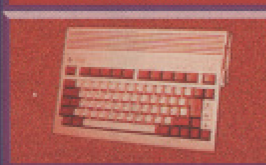




THE VERDICT

Stunningly good! Well maybe that's a trifle over the top but it is a very good platform adventure game. The graphics whilst being far from gobsmacking, are very nice. The way your character runs around and wields his sword is a wonder to behold. The simple screen that appears when you morph from one character to another is a nice touch. Sound? Well it's pretty good. The main thing this game has is game play and the ability to last more than five minutes. Here is a game that will keep you up late into the night as you discover a huge kingdom with wonderful creatures. All of this will lead to a great deal of endless exploration and fun. What I really loved about this game was the way that you really needed to sort everything out in order before you actually got to go and finish the game. It has to be said I have yet to complete it though one of my colleagues has succeeded where I have so far failed. Time is the key though. Nothing in the game will have you so foxed that you pack it all in but there are a few bits and pieces that will have you thinking hard about what to do next and where to go. Overall this is really a very good game and I think that most of you'll like it a lot, well I did!

A500 / 600



Publisher : Audiogenic
Developer : In House

£25.99 Out Nowe

Hard Disk Installable

Joystick & Keyboard

Memory 1MB | Disks 2

GRAPHICS	85%
SOUND	80%
PLAYABILITY	91%
LASTABILITY	90%
OVERALL	89%

A1200	This A500 version runs just fine on your nice A1200. No specific version though.
CD32	A CD32 version? What do you reckon? Well, it's no actually.



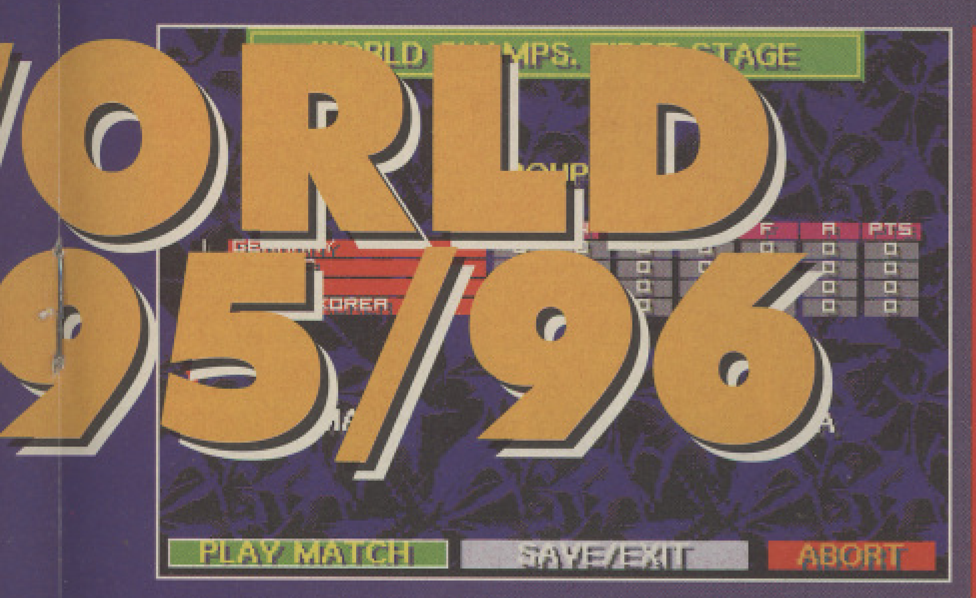
SENSIBLE WO OF SOCCER 9

New freelance writer Ahmad Qadan takes a look at the latest installment in the Sensible Soccer Saga. Does it have what it takes? Read on......

It's amazing to think that Sensible World of Soccer has been in the top two of the Amiga charts consistently for a year or so. First there was the original bug-filled version that sold by the bcket-load, then the 'new improved' edition and now this. And that's only half the Sensible Soccer story. Over the years, various incarnations of the game have been released (all with great success) and every time improvements have been made. This game is, in fact, Sensible Soccer 5! There is no doubt that this too will sell by the truckload - and it has some great new features that'll make you want to part with your cash, but you can't help feeling that Sensible Software are having a laugh - at out expense! There is still no way to perform an over-head kick, play in the charity shield or the European SuperCup or pre-season friendlies. The computer controlled teams still don't exchange players between them-selves. Where are the offside rule, random post deflections, back-heels and volleys (with proper seperate animations)? The pitch perspective is wrong too! Are all of these things going to be improved in future editions to make Sensi some more money?

Criticisms aside, Sensible must be congratulated for finally putting in the National manager's job. It has been very well thought out and it's easy to get to grips with. This adds a whole new dimension to the gameplay which hard-ened SWOS fans will especially enjoy. In this 'version' of the game, players are not rated by values, they're rated by stars. Standing headers annd aftertouch on 'along the ground' passes have been





WORLD 95/96

added too and, though they don't totally change the game, they are worthy additions which should be taken advantage of by any good players. All the main transfer updates have been made, although Sensi have stragely decided to exclude Parma's Faustino Asprilla and Fernando Couto! Values of players have been increased to their ridiculous levels (mainly in the preiership). All players now have seven attributes by which they are rated. These are shot power, tackling, passing, finishing, control, speed and heading. The three attributes which the player in question has as his strongest are listed alongside his name.

Other new features include animated crowds, the player who has the ball in possession's name being listed at the top of the screen (A1200 only), the ability to build up a good youth team, set up a match between your 'A' and 'B' teams and, best of all, the ability to watch a specific player in a match. This may not sound new, or even interesting, but it's both, because the computer puts a diamond over the head of a player you're interested in during the match so you can see him whether he has possesion or not. This can be done whether he's in your team or one of the computer's. This now prevents you from buying flops like Andreas Moller and Ronny Rosenthal. Players also celebrate after scoring now, rather than just swiftly running back to the centre circle. Lastly, the players celebrate when they win a match, and look down in shame when they lose.

The graphics and sound have undergone virtully no changes - all that has been added are new animations and a different whistle sample for half/full time intervals. As with the previous Sensi games, the animation on the player is rather too simple and lacking in smoothness (running looks like a two frame job), but we don't expect texture-mapped, motion-captured polygon players on our humble Amigas, do we?

N.B. All screen-shots are from Mega Drive Sensi. Our screen-grabber broke on deadline so it was this or no shots. Sorry.



THE VERDICT

With things going the way they are in the Amiga market, people like you are going to be more reluctant than ever to part with your cash. With all those Sega Saturns and other (less good) 32-bits selling so well, why should you stick with your Amiga and buy this too? Well, I own a Saturn, and the day before I spent four long hours looking for this game miles away from any place I could call home. I was playing Sega Rally, Virtua Cop and Virtua Fighter Remix. The only time I played any one of these 'better' titles was while the computer loaded up the next season on this (which was much faster on the A1200 because the info is stored in memory). I'm not saying that this is better all-round than any of the aforementioned titles - that's just silly, but it's just as playable and possibly more addictive (depending on what sort of game you like). Basically, this is a reason to keep your Amiga - and a damned good one at that. If you haven't bought any SWOS / Sensi before then add 5% to the overall mark but subtract 1% if you have an A500 (longer in-between season loading times). If you do own a SWOS (or even all four Sensi games like I do) you'll get a lot out of this game - even though it's not quite as advanced as it should have been. The in-match enhancements and the National Manager's job should keep you going for a very long time because you'll need to do a double, and possibly a treble to get THAT job.

Along with Worms, this proves that it's gameplay that counts, and both games cost less than a crap Playstation game (e.g. Ridge Racer Revolution)! It's also a good reason to poke fun at PC owners - and we all love doing that, don't we?!

A500 / 600

Publisher : Time Warner
Developer : Sensible

~£20 Out Now

Hard Disk Installable

Keyboard & Joystick

Memory 1MB | Disks 2

GRAPHICS	74%
SOUND	80%
PLAYABILITY	93%
LASTABILITY	98%
OVERALL	91%

A1200	Read the text to find out the A1200 improvements. No seperate version though
CD32	No. I'm afraid you'd better go and play Oscar and Diggers

ZEEWOLF 2 WILD JUSTICE

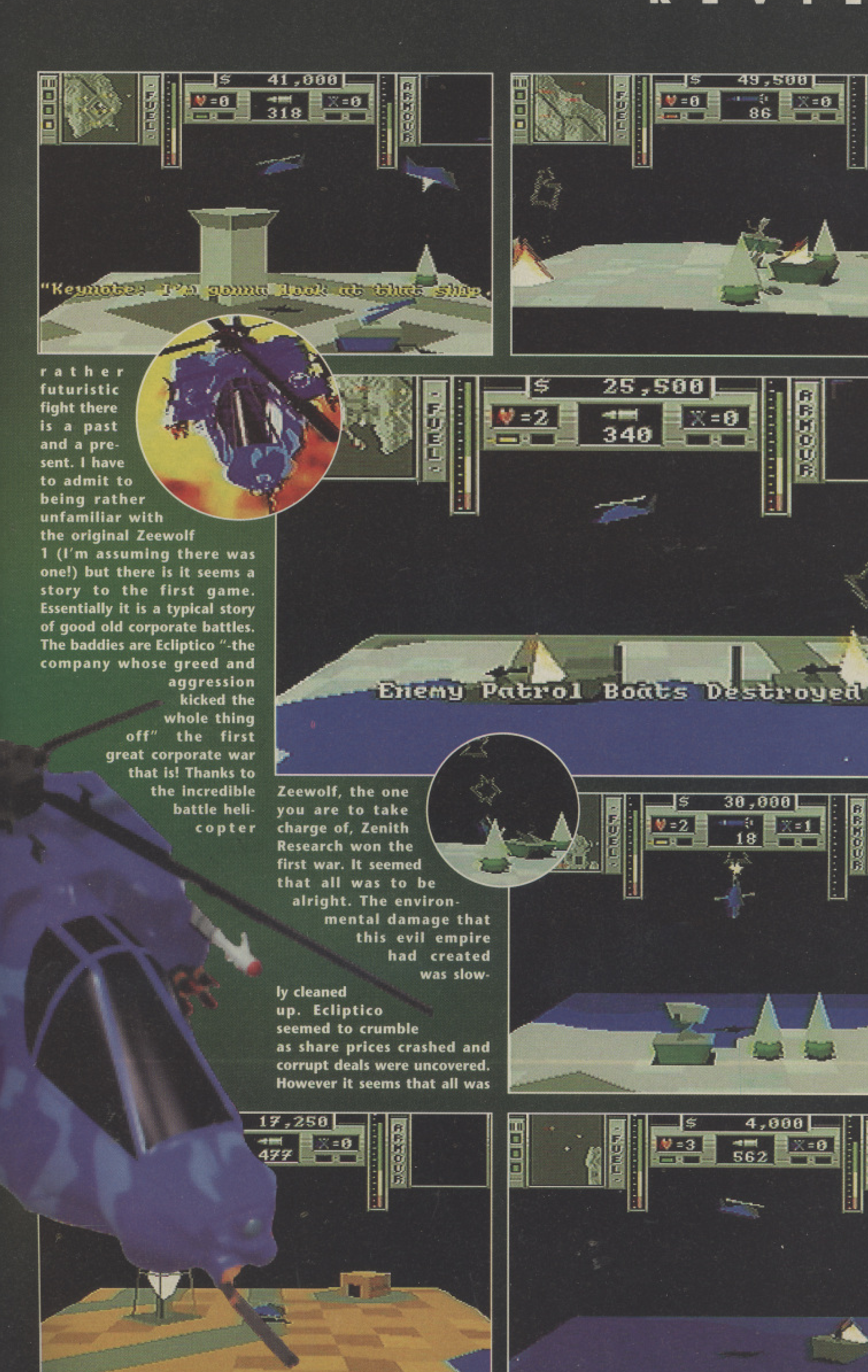
More mad helicopter mayhem. And this time it's really serious. Is this a post Christmas must. Well read on!

Cristmas has come and gone but now is the time to spend any Christmas cash you have on games. And this game might just be one that you find interesting. I don't know about you but I'm a big fan of helicopter gun ship games. Coala was totally amazing as far as I'm concerned, but to have two of these games released in such a short space of time is excellent! Back in the early days of my Super Nintendo I spent much of my time flying helicopter missions across deserts and jungles in Desert Strike and it's close relatives. Surely these games must go down as classics. Yes they do!

Well things have come a long way from those days and these helicopter gunship games have come on a bit too. There are a few corkers on the PC but I wont go on about that. Last issue saw us reviewing the rather good Coala. This was a fairly complicated game that involved some serious learning to fly. ZeeWolf 2 is far less complicated, especially if you want to use joystick/pad control instead of the much more complicated mouse control. Anyway there is a story behind the game so read on and see if you like it.

This game is not set in a standard war. This is all a bit futuristic involving corporate wars between huge companies who are fighting for something, power I guess, that's what most people fight about, oh and money! Well in this



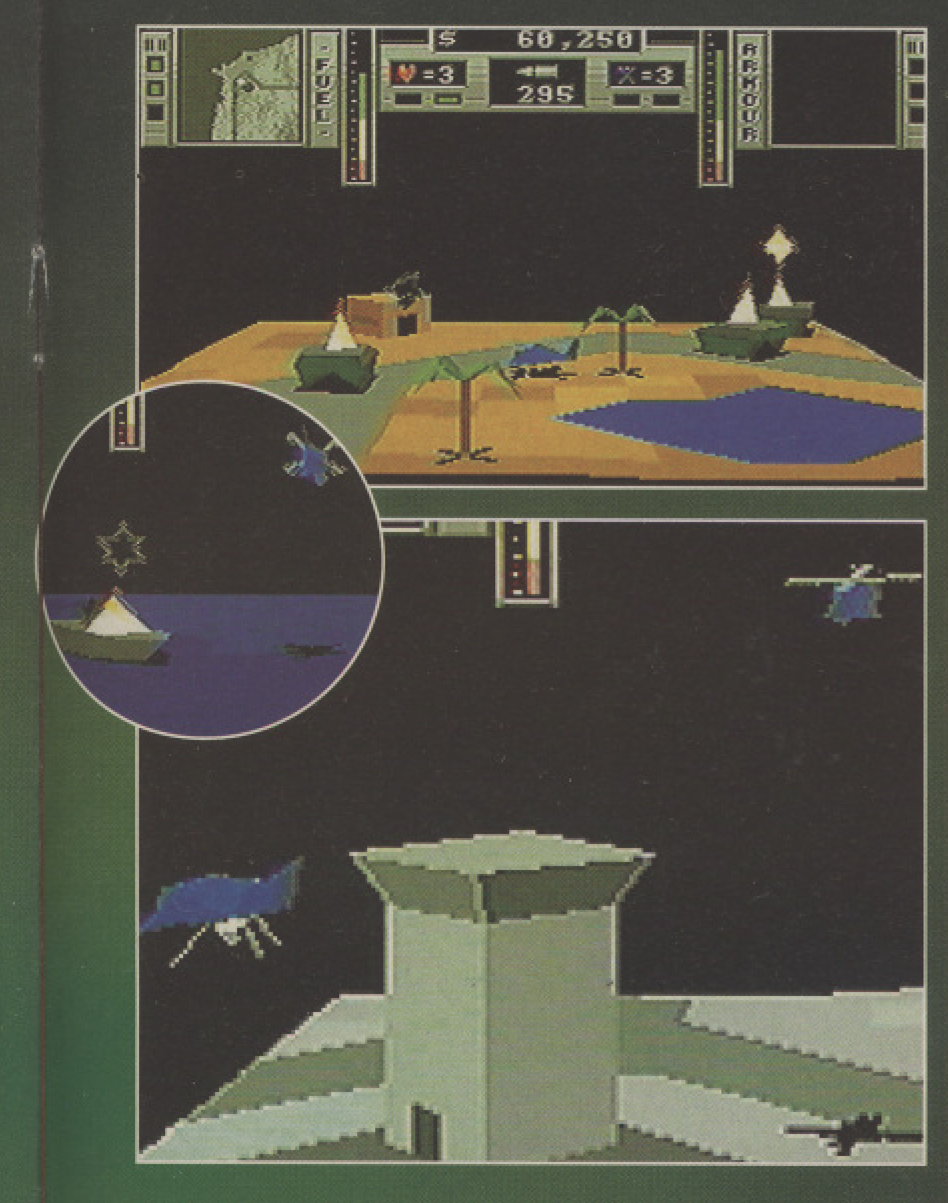


rather futuristic fight there is a past and a present. I have to admit to being rather unfamiliar with the original Zeewolf 1 (I'm assuming there was one!) but there is it seems a story to the first game. Essentially it is a typical story of good old corporate battles. The baddies are Ecliptico "-the company whose greed and aggression kicked the whole thing off" the first great corporate war that is! Thanks to the incredible battle helicopter Zeewolf, the one you are to take charge of, Zenith Research won the first war. It seemed that all was to be alright. The environmental damage that this evil empire had created was slowly cleaned up. Ecliptico seemed to crumble as share prices crashed and corrupt deals were uncovered. However it seems that all was



not well! Ecliptico were infect not dear and buried. They were far from it. They secretly maintained contact with all the powerful people they could and started to plan, there plan was staggeringly simple and extremely ambitious. They wanted to pull off a total global corporate raid! So it seems that Zenith have rather a lot to cope with. As they are the only people with even the remotest chance of stopping the Ecliptico plot they have come under heavy attack. Very heavy attack. Their forces are stretched to breaking point and it wont be long before they can do nothing. Zeewolf 2 is untested but they have no choice but to send it up against the Ecliptico forces. So are you going to have a crack?

This game has an awful lot going for it. At first I really didn't think a lot of it. It seemed too simple but my opinion was soon to change. To start off with the screen seemed too simple graphically and the helicopter was hard to control especially when attacking something. Well soon enough I had mastered the art of controlling Zeewolf and I was blasting my way through mission after mission. This was all too easy, surely? Oh, dear! It seemed that I spoke too soon! Things soon start to get a little tougher. The small tanks and troop carriers that you face in the first few levels prove to be easy to blast away. However the rather tougher tanks and ground to air missiles that you end up facing are a great deal harder to destroy and will give you a bit of a problem. There are even helicopters to fight against in air to air bat-



tles. But don't worry too much, you have some fairly serious air to air missiles to help you out.

There are a whole load of missions to take part in and you will find that there is a password system so that you don't have to keep on going back through every mission. There are 32 missions. They tend to get increasingly hard the further you get into the game. The missions are divided up into phases. You have to destroy certain things, airlift others to safety, and rescue hostages. It is possible to refuel and rearm the helicopter but you are limited by how much cash you have and by how many supplies there are. It is also possible during the game to take over a selection of vehicles including a tank, a torpedo boat, a VTOL fighter and a transport helicopter. This is a really really neat touch!

THE VERDICT

This really is a great game. The controls are easy to handle and you will soon find yourself avoiding enemy fire and destroying enemy vehicles with ease, in the early levels at least. There are a lot of challenges with the later levels being overrun with badguys. The sound is really quite good with a wonderful intro tune that will put you in the mood for a good old fashioned gun battle. Tactics come into it too with limited fuel and ammunition and the ability to control other tanks, boats, planes and helicopters. Things don't stand still either. The enemy forces are constantly on the move and you have to keep up with them. The game screen itself works very well with a sort of virtual reality style patchwork quilt as the ground. The effect is actually rather pleasing. It's all rather like some kind of military simulator.

A500 / 600

Publisher : Binary Asylum
Developer : In House

£29.99 Out Now

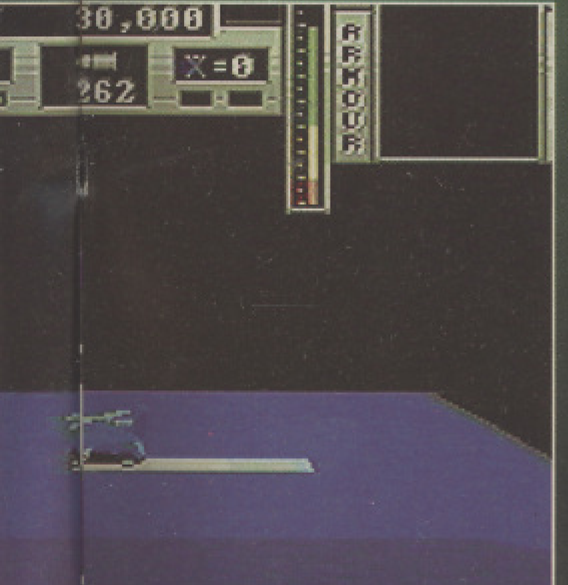
Hard Disk Installable

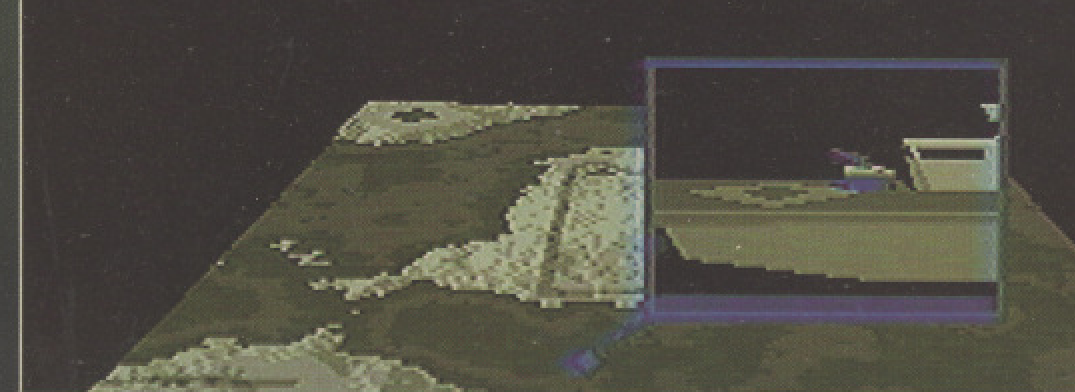
Mouse and Joystick

Memory	Disks
1MB	3

GRAPHICS	87%
SOUND	87%
PLAYABILITY	92%
LASTABILITY	88%
OVERALL	90%

A1200	This A500 version runs much better on the old A1200. Very nice indeed.
CD32	No CD32 version I'm afraid, but hey, you've got Guardian, so who cares?





WORMS

Worms is as I'm sure many of you will know by now, an instant classic. Here's a few tips to get you going. First off we'll take a look at all the weapons that are available to you and then we'll look at a few of the scenarios



(Above) The bazooka is the standard weapon and if you shoot another worm in the face with it you get to knock fifty points off their health!



(Above) The Homing missile is great. In the standard game you have just a few. Simply place the aiming square on your target and let them have it.

(Below) The air strike is possibly the most awesome part of your arsenal. You only have one so use it carefully.

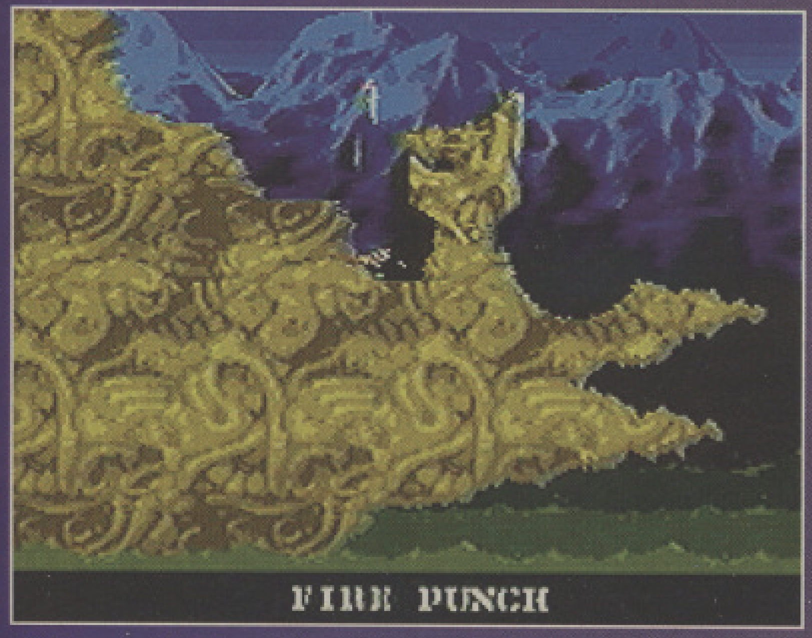


(Below) The blow torch is the tool that you'll use for tunnelling. It is very useful indeed, especially when getting tactical.





(Above) Dynamite causes the biggest bang but you must drop it and run or you'll get caught in the blast.



(Above) The Fire Punch has to be used at close range and can be quite devastating.



(Above) The Uzi is of course your standard close range machine gun sort of weapon.

(Below) Fireballs are used to push explosive shrapnel out of the way. They also hurt worms,but only work in a horizontal line.



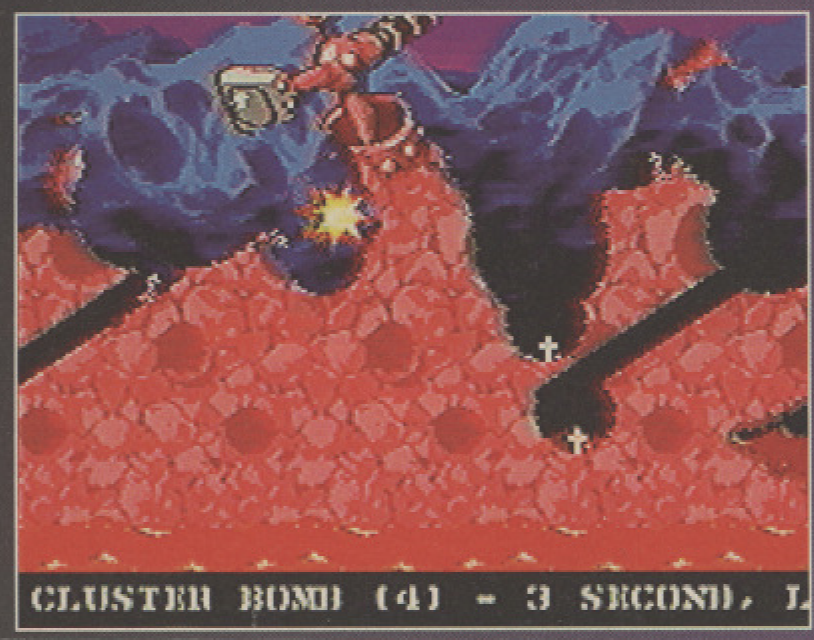
(Below) The Pneumatic drill is used to tunnel directly down. It's useful for getting to the tunnels your opposition might have built.



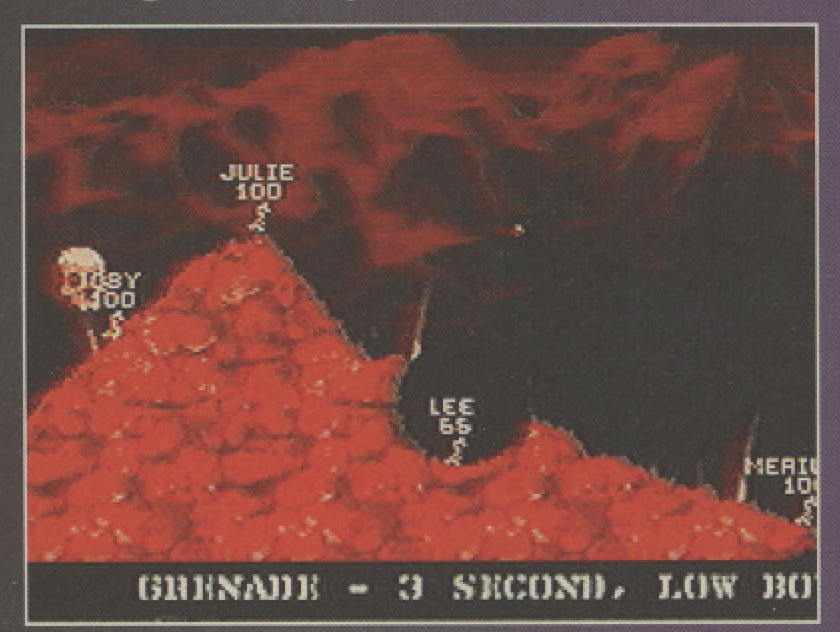
(Below)The Bungee rope is used to get down from high precipices or to swing yourself to another area.







(Above) Cluster Bombs are like a multiple grenades, and can cause great damage to many worms at once.

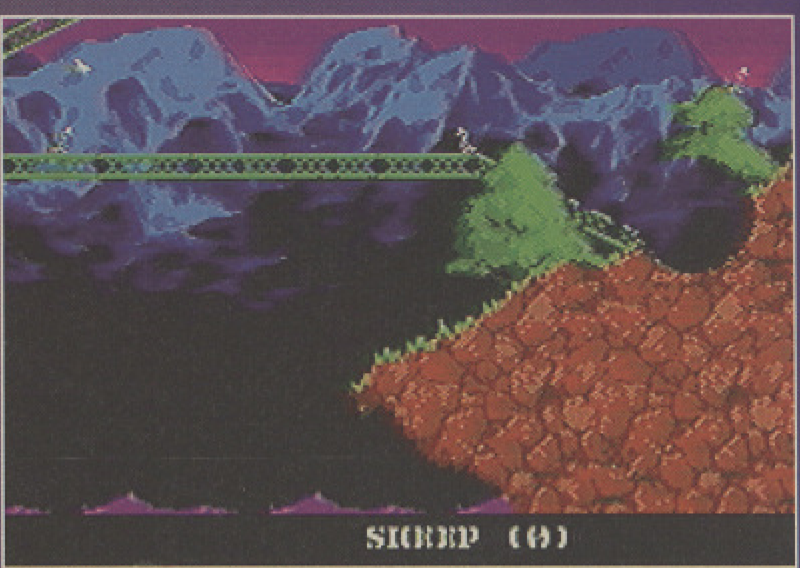


(Above) The grenades are simple explosive devices that you lob at your enemy!



(Above) The shot gun gives you two shots a go and can blast enemy worms off the screen or into the water.

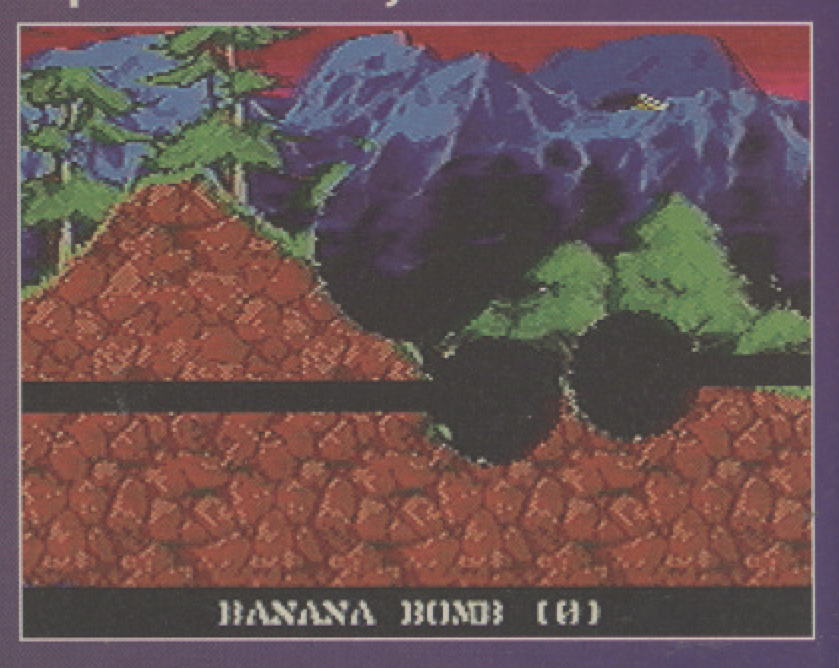
(Below) You will only get the dynamite sheep in a weapons drop. Send it towards your enemy and detonate it at will.

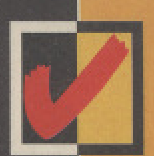


(Below) Kamikaze, strictly for nutters. Not to be advised unless desperate!



(Below) The Banana Bomb is another weapon crate job. It is the ultimate weapon! A cluster bomb where each explosion is like dynamite!





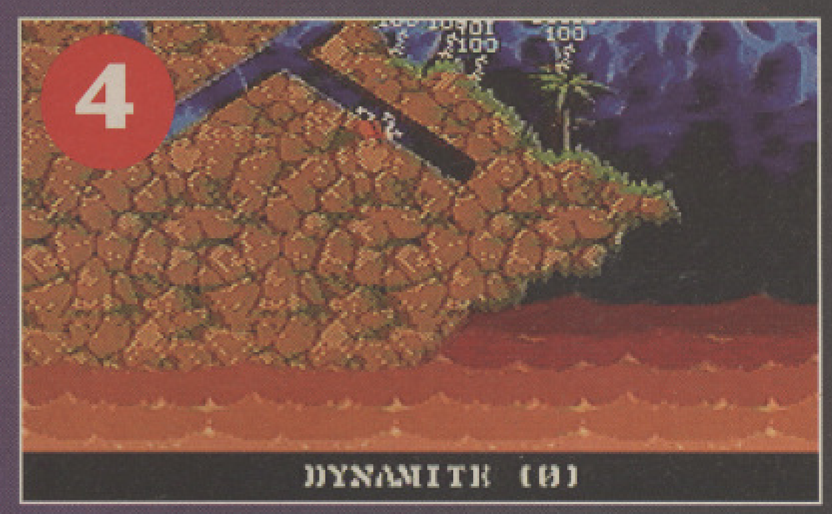
Special Tactics One : The Dynamite Dig

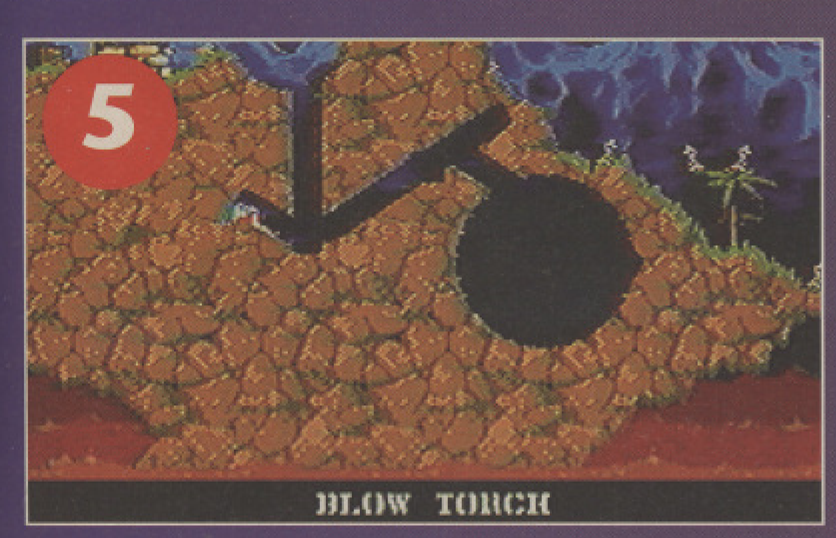
This is a simple way to blow the enemy away. In the first world war they would dig a tunnel under the enemy trenches, pack it with dynamite and hey presto, Boom! Here we show you how to do it the Worms way!









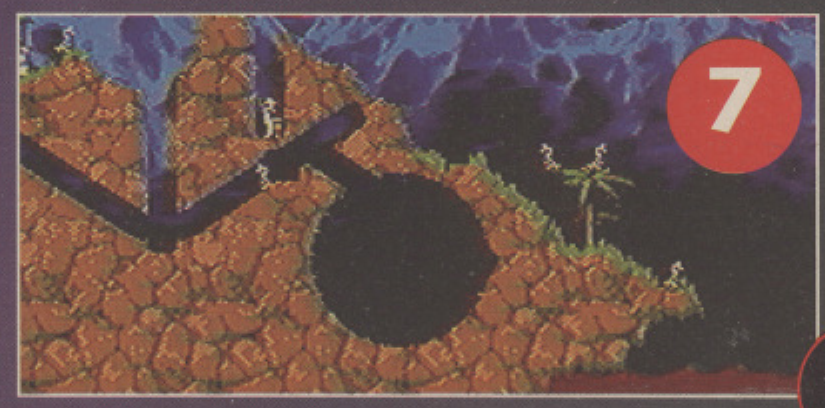


1 : Get underground with your pneumatic drill.
2 : Now use your blow torch to head towards the enemy.
3 : Close as you dare!
4 : Plant your dynamite...
5 : ... and make sure you get out of range!

Any chance of getting your own back?

6 : Try blocking them in with a girder and then...
7 : ....drilling them on the head!







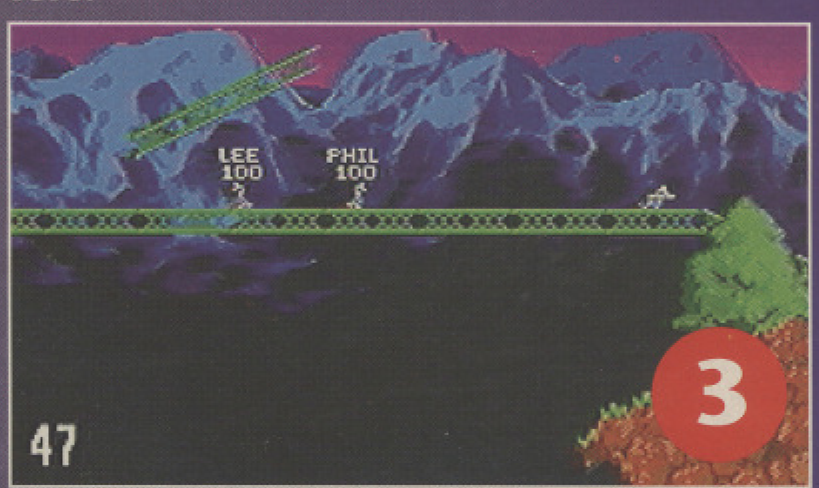
Special Tactics Two : A Bridge Too Far

Getting stuck on a bridge can be devastating! You'll get blown into the water unless you act fast. Here are a few tips.

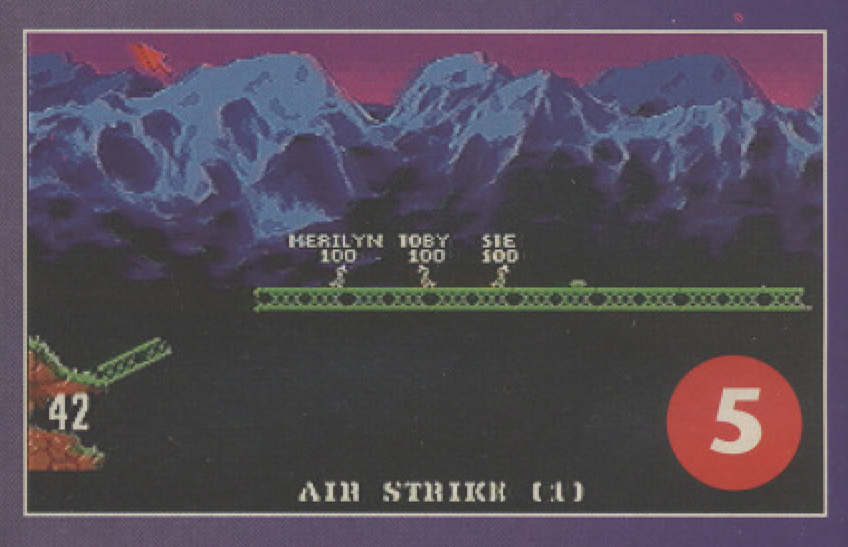


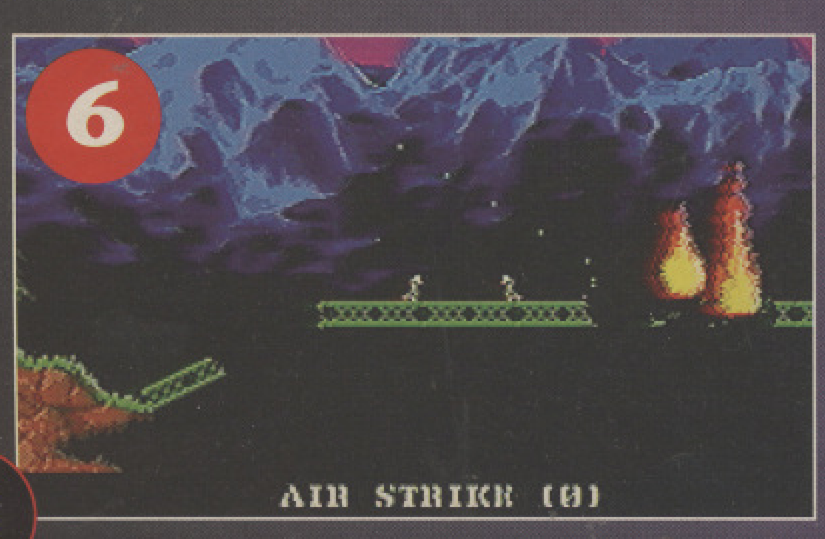
1 : The offending bridge!
2 : A defensive girder is always a sensible first step!
3 : Then you can start to leg it off the bridge.
4 : As you can see without the defensive girder you'd be fish food!
5: Check out this undefended bunch of worms.
6: Oh Dear!
7: As you can see, there's not a lot left!













Special Tactics Two : Attack From Below

Getting underground in this game seems to be a very good idea. It gets you out of trouble in terms of aerial attack (i.e. just about every weapon) and you can get to your enemies from below. Also if you draw them in you can set up a pincer movement!









1 : First man down.
2 : All men (worms) down and safe!
3 : Here comes an air strike! So?
4 : Start to head in the right direction. That means towards the enemy!
5 : Now get going with the bazooka. It won't take long.
6 : Now we're talking!
7 : That seems to be drawing them in!
8 : That's the lot.
9 : Now to teleport in to a high position and...
10 : ...get them with the cluster bombs.













RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



85%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

BANSHEE

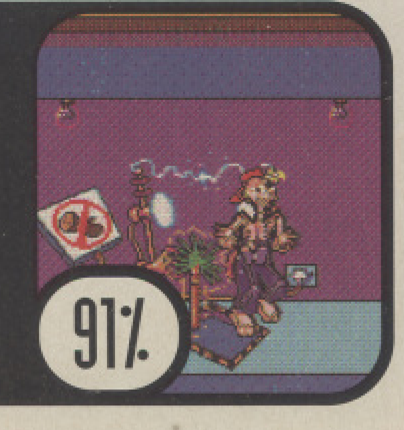
Publisher : Core
Issue Reviewed : July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

CANNON FODDER

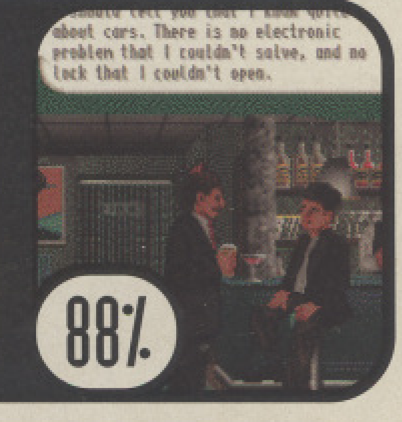
Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved.
In it.



91%

THE CLUE

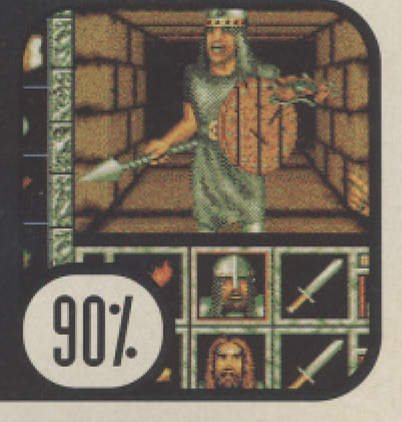
Publisher : Black Legend
Issue Reviewed : Sept 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

DAWN PATROL

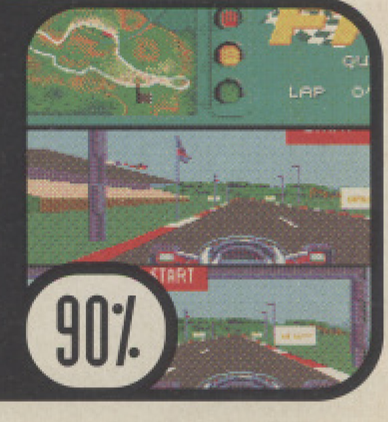
Publisher : Empire
Issue Reviewed : April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

F1

Publisher : Domark
Issue Reviewed : February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



90%

RECOMMENDED

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

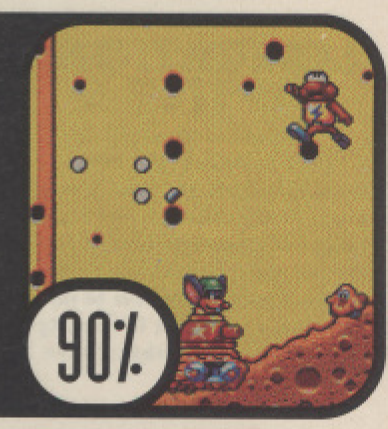


87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have



88%

K240

Publisher : Gremlin
Issue Reviewed : May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

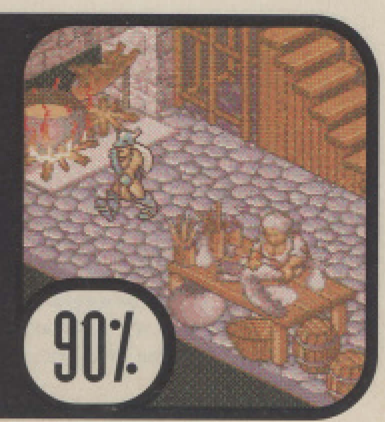


90%

HEIMDALL 2

Publisher : Core
Issue Reviewed : Dec 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

ON THE BALL

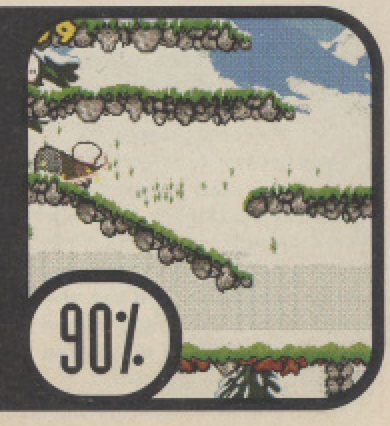
Publisher : Daze
Issue Reviewed : Sep 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994
The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!



88%

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



90%

RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



82%